

TEAM FOUR

# RARE BOOK STORE

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# PRESENTATION OVERVIEW

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## FROM IDEA TO CONCEPT

How we selected the subject for this project

## THE DRIVING FORCE

Overview of our Mission, Vision, and Goals

## ARCHITECTURE DIAGRAM

High-level layout of the application

## DATA MODEL

Overview of the data structure

## WIREFRAMING

Initial UI design concept

## ACCOMPLISHMENTS & CHALLENGES

What we're proud of and how we overcame challenges

## PROJECT DEMO

Walkthrough of the application

## GITHUB REPOSITORIES

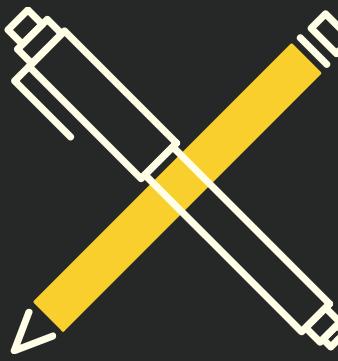
Links to the code

## OUR TEAM

Team Member contact information

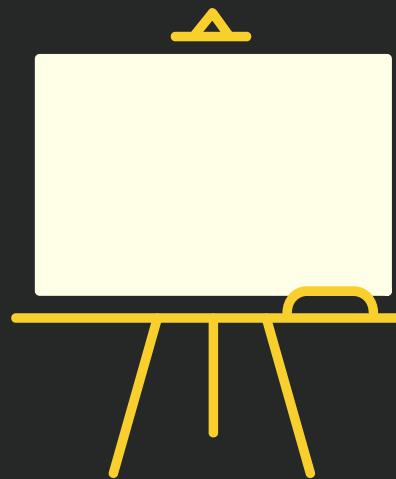
# IDEA TO REALITY

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## INITIAL IDEAS

- Warehouse management
- ECommerce
- Library



## BLENDING INTO ONE

- Taking pieces of each idea to form a more detailed and complete vision.



## FINALIZED MVP

- Simple frontend
- CRUD: Customers and Books



# PROBLEM

Rare Book dealers need a specialized inventory management system to match the highly specific nature of their business. Other systems may not have the ability to add specific details that a rare book may have as compared to a newly printed and mass produced book. ex. specific condition, binding type, etc.  
\*There are around 30 different conditions and sub-conditions when describing books.



# SOLUTION

Create an application that allows the bookstore owner to enter highly specific details about the books they buy and sell, into a digital database for better record keeping.



# MISSION, VISION, GOALS

## MISSION

Create a maintainable and error free inventory application for a rare book dealer.

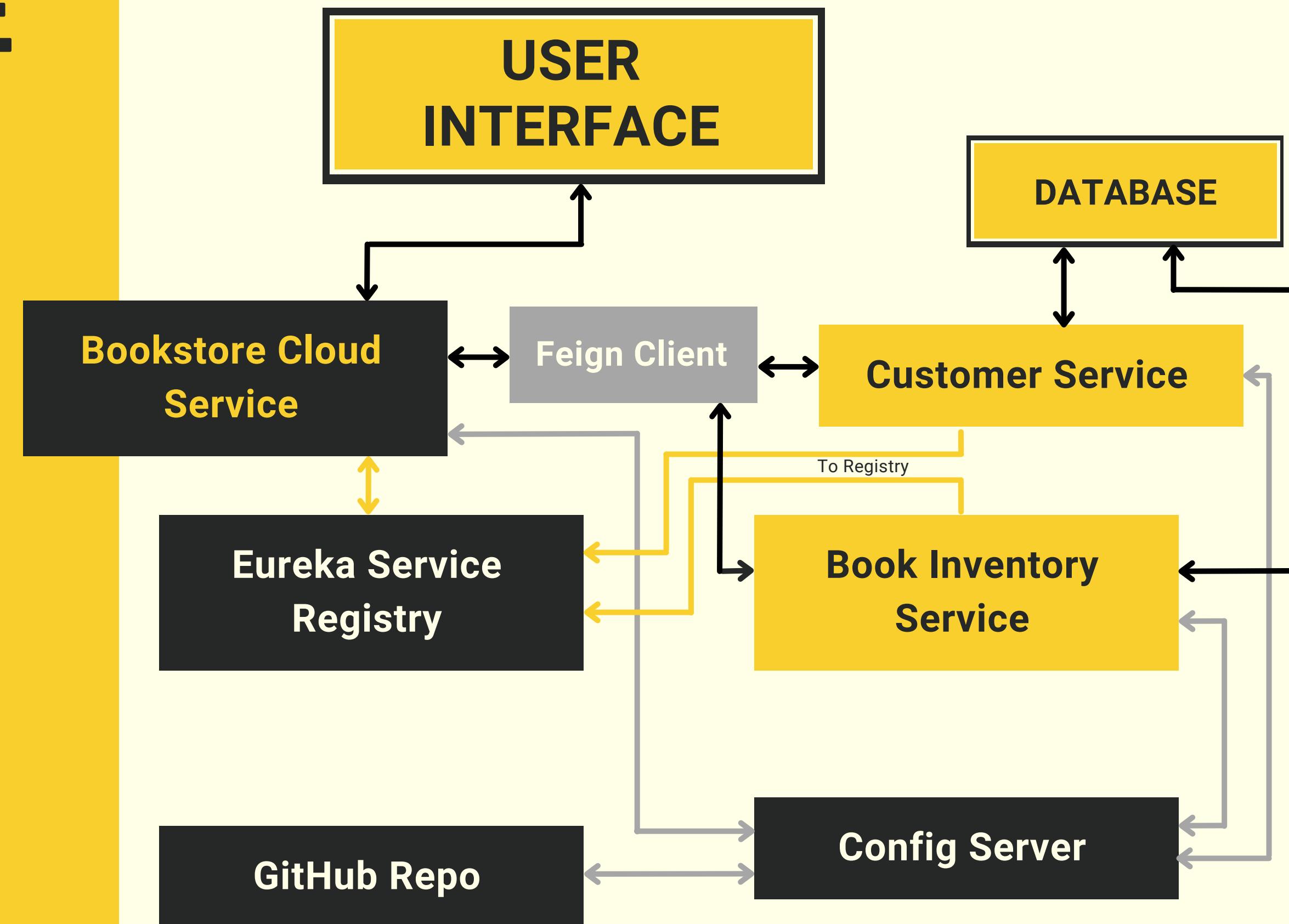
## VISION

Allow the owner to easily access their custom data such as the inventory and status of their rare books to shorten the time needed to find a specific book or suggest similar books to their customers.

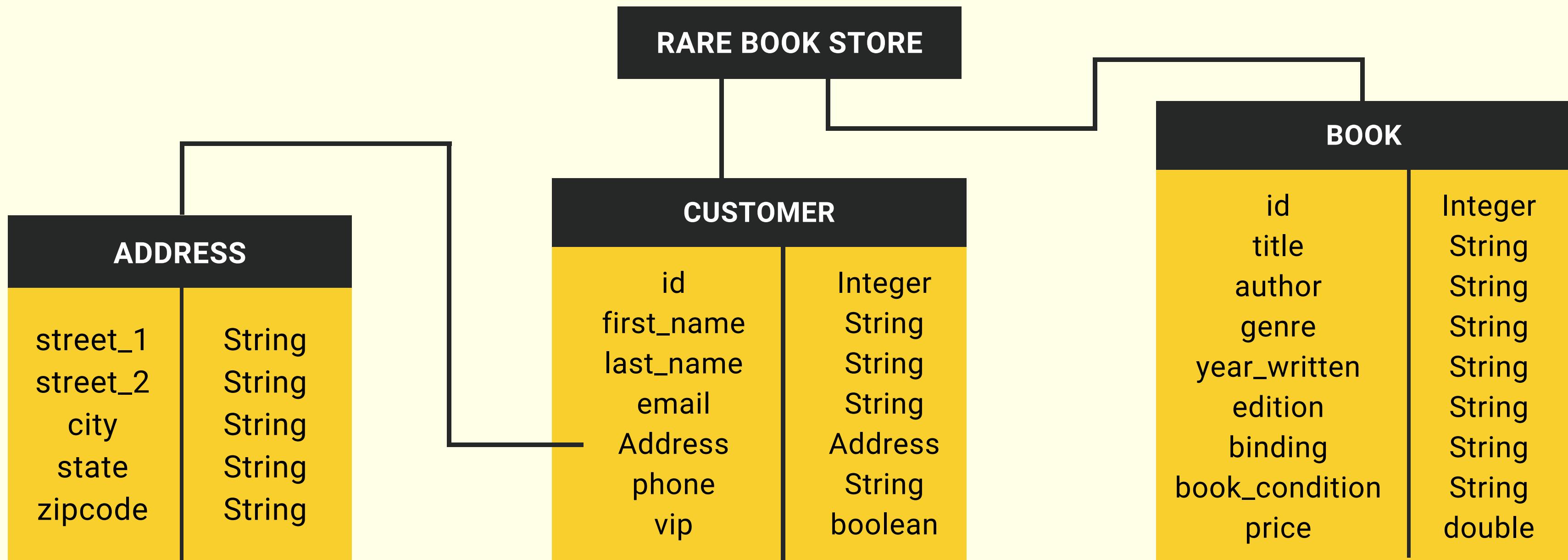
## GOAL

Provide the book shop owner with a polished application that takes little time to understand and learn but provides accurate and up to date information about their available inventory.

# ARCHITECTURE DIAGRAM

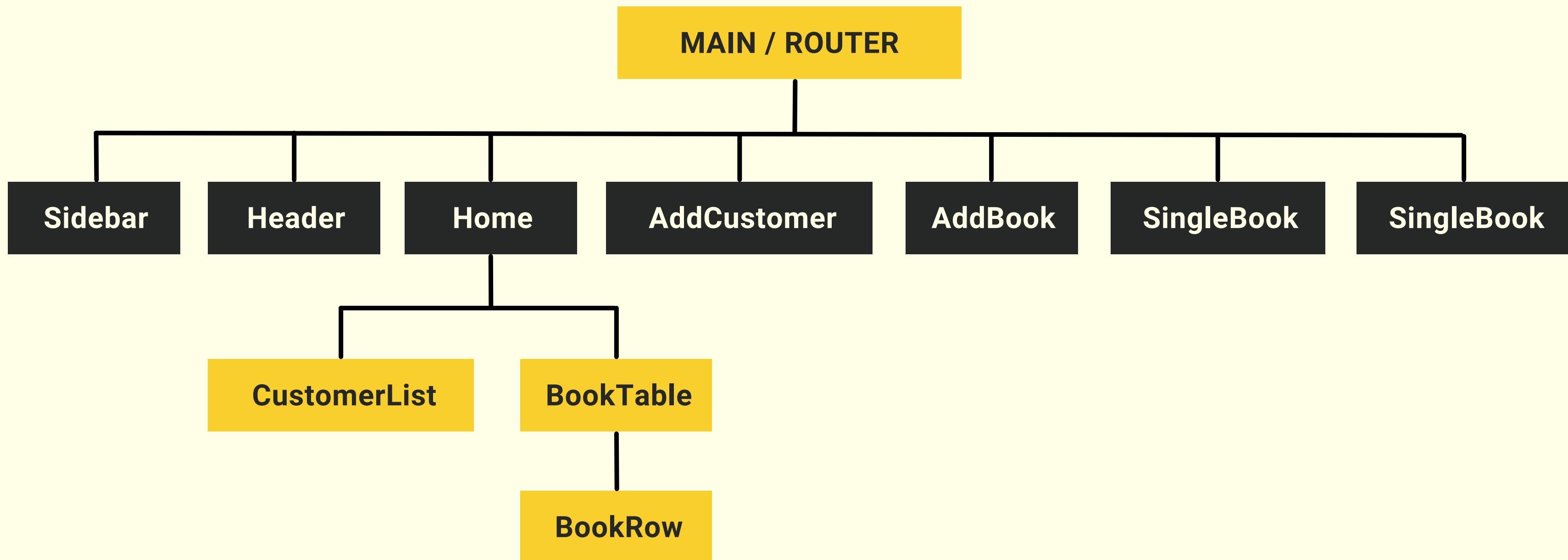


# DATA MODEL



# REACT COMPONENT TREE

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# WIREFRAMING

The wireframe illustrates a user interface for a 'Rare Book Store'. The main header 'Rare Book Store' is positioned at the top left, with a search bar labeled 'Search (?)' to its right. A vertical sidebar on the left contains navigation links: 'Home', 'Add Book', and 'Add User'. Below these, under the heading 'Users', is a list of eight entries, each consisting of a small circular icon and the word 'user'. To the right of the sidebar is a large central area containing a table titled 'Inventory Table'. The table has six columns: Title, Author, Genre, Binding, Condition, and SalePrice. The data in the table is as follows:

Inventory Table					
Title	Author	Genre	Binding	Condition	SalePrice
book	author	genre	HC	Old	1000
book	author	genre	PB	Fair	95
book	author	genre	HC	Old	200
book	author	genre	HC	New	120
book	author	genre	PB	Good	90
book	author	genre	HC	Old	890
book	author	genre	HC	Fair	890
book	author	genre	PB	Fair	45
book	author	genre	PB	Good	54
book	author	genre	HC	Old	890

# WIREFRAME : BOOK

**Add New Book**

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Home      Add Book      Add User

---

Title  Author   
Genre  Year Published  Edition   
Condition  Author   
Sales Price  Upload Photo...

**Title Author**

---

Home      Add Book      Add User

---

 Price

Title  Author   
Genre  Year Published  Edition   
Condition  Author   
Sales Price

# WIREFRAME : CUSTOMER

[Home](#)

[Add Book](#)

[Add User](#)

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## Add New User

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Username	Email	
<input type="text"/>	<input type="text"/>	
First Name	Last Name	
<input type="text"/>	<input type="text"/>	
address1	address2	
<input type="text"/>	<input type="text"/>	<input type="text"/>
City	State	Zip Code
<input type="text"/>	<input type="text"/>	<input type="text"/>
Phone	Rewards	<input type="button" value="Upload Photo..."/>
<input type="button" value="Add User"/>	<input type="button" value="Cancel"/>	

# ACCOMPLISHMENTS AND CHALLENGES



WHAT WE'RE PROUD OF AND  
THE CHALLENGES WE FACED

# ACCOMPLISHMENTS

## COMPLETED MVP

Achieved desired outcome of MVP with minimal changes to initial ideas and concept

## MONOLITH TO MICROSERVICES

Began as a single application.  
Broken down later to align to microservice layout

## UNDERSTANDING THE TECH

Acquired valuable problem solving skills.  
Gained a better understanding of database communication, data transfer, and imports & dependencies

## GIT VERSION CONTROL

Successfully produced the final application with NO merge conflicts or errors

# CHALLENGES

## DEPLOYMENT

Backend deployment and Frontend Netlify deployment was tricky

## MICROSERVICE COMMUNICATION

Troubleshooting in order to get different services to communicate with each other

## TESTING

Integration testing required service to be running.  
Tests fail if service isn't working properly

## NULL POINTERS & VALIDATION

Route for creating a new book were producing NULL in all fields triggering validation errors while the route for an almost exact replica was working 100%

# FUTURE ADDITIONS

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## CUSTOMER FACING UI / AUTHORIZATION

Create a customer facing UI to allow both the shop owner AND customer to view what is currently available.

## BOOK REVIEWS & NOTES

- Allow customers to write reviews for the books they purchase.
- Allow owner to write notes about books they list for sale.  
(how they acquired it, any other interesting anecdotes)

## SERVICE EXPANSION

Give the shop owner the option to purchase additional functionality if they wish to extend their business outside of rare books to a more conventional bookstore

# PROJECT DEMO



# GitHub Repositories

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GITHUB - BACKEND

<https://github.com/Kygandao/Rare-Book-Store>

GITHUB - FRONTEND

<https://github.com/ntjohns1/rare-book-store-frontend>

# Contact Information

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